



# **Tee-Ball Rule Book 2009 Season**

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## **1.00 Prestonwood Sports Organization (PSO)**

1.01 The Prestonwood Sports Organization (PSO) Baseball Board is responsible for overseeing all aspects of the PSO Baseball League.

### **1.02 Purpose**

The purpose of this program is to glorify God by introducing Jesus as Lord to as many people as possible and developing children in baseball/softball through a quality program. Further, we will build them up emotionally by teaching positive life values.

### **1.03 Administration**

#### **(1) Baseball Board**

A Baseball Board shall be established for the purpose of administering the PSO Baseball Program. The Board shall consist of the Baseball Commissioner, Prestonwood Staff Liaison and others selected by the Staff Liaison and Commissioner.

#### **(2) Baseball Commissioner**

The Baseball Commissioner shall act as the presiding officer of the Baseball Board of the Prestonwood Sports Organization and shall have full authority and responsibility for the administration and conduct of the PSO Baseball Program as outlined in this rulebook. The baseball league commissioner is responsible for the overall management of the league. Responsibilities include, but are not limited to:

- (a) Ensure consistent communication to coaches and parents through the League Directors.
- (b) Final determination of the number of teams and divisions.
- (c) Final schedule approval
- (d) Resolving disputes between coaches and coaches and umpires as needed
- (e) Coordination with the PSO Board and Committees.
- (f) Review of and administration of league rules

#### **(3) Deputy Commissioner – Baseball Operations**

The Deputy Commissioner – Baseball Operations is responsible for all game day operations including the operation of multiple baseball divisions. This person, answering to the PSO Baseball Commissioner, shall have full authority and responsibility for the administration and conduct of baseball game day operations. The Deputy Commissioner is responsible for overseeing individual league directors. The League Director's responsibilities include, but are not limited to:

- (a) Recruiting and direction of League Directors
- (b) Responsible for overseeing player evaluations for their divisions where appropriate
- (c) Coordinating with Scheduling Coordinator in drafting the schedule
- (d) Responsible for rescheduling make-up games
- (e) Coordinating with the umpire association for schedule changes
- (f) Ensure that appropriate game day coverage is provided.
- (g) Settle disputes within the leagues as needed
- (h) Provide input to the Commissioner concerning playing rules for their divisions

#### **(3) League Directors**

The Baseball Commissioners of PSO shall select a League Director for each playing league. The League Director, at the discretion of the baseball board, may preside over more than one league. This person shall have full authority and responsibility for

the administration and conduct of their league. The League Director may appoint any number of Assistant League Directors, subject to the approval of the Baseball Board. The League Director's responsibilities include, but are not limited to:

- (a) Ensure that all players on submitted rosters are eligible for that roster
- (b) Help recruit coaches and build teams as needed
- (c) Communicate with teams and coaches on an as needed basis
- (d) Provide input to the Commissioner concerning division rules.
- (e) Validating the schedule as prepared by the scheduling coordinator.
- (f) Collecting and inputting scores on a weekly basis
- (g) Settle disputes within their league as needed
- (h) Ensure that each team is conducting value lessons
- (i) Ensure that equipment is distributed and returned

(4) Rules Committee

The rules committee will be comprised of the Baseball Board. All decision will be impartial. Specific wording changes and the addition or changing of rules will not be done during the season. Coaches and other league leadership are encouraged to submit suggested revisions. Revisions will be voted upon by PSO league leadership during the off-season. **ANY VIOLATION OF PSO RULES IS SUBJECT TO PROTEST AND DISCIPLINARY ACTION WHERE APPROPRIATE.**

(5) Disciplinary Action Committee

The Disciplinary Action Committee is comprised of members of the Baseball Board. The Committee shall have the authority to suspend, discharge or otherwise discipline any player, coach, umpire, league officer, parent, or other person whose conduct is considered detrimental to the best interests of PSO. This includes but is not limited to misconduct on and off of the field, violation of the rules, refusal to leave the park following umpire ejection, refusal to participate in field maintenance, etc. **WHEN ANY MANAGER OR ASSISTANT COACH IS EJECTED FROM ANY GAME FOR ANY REASON, THAT OCCURRENCE WILL BE FORWARDED TO THE COMMISSIONER AND WILL BE REVIEWED BY THE DISCIPLINARY ACTION COMMITTEE WITHIN TEN (10) CALENDAR DAYS.** Once a formal written complaint on any individual is received by the League Office or a Baseball Board member, the Committee shall have five (5) working days to decide what, if any, action shall be taken. If action is required the Committee vote must be a 2/3 majority of the Committee Members or designated representatives. In the event of disciplinary procedures involving a player, that person's parents shall be invited to attend a meeting with the Full Disciplinary Action Committee. If a member of the Committee is charged with a rules violation, they will be prohibited from participating on the Committee for their specific hearing and may be removed from the committee regardless of the outcome of their case. The following penalties may be imposed based upon the severity of the offense:

- (a) Warning - The offending person is to be advised, in writing, of the offense and further advised that repetition of the offense shall result in a more severe penalty.
- (b) Suspension - The offending person is to be advised in writing that he or she has been suspended from ALL LEAGUE ACTIVITY for a specific number of games or days.
- (c) Dismissal - The offending person is to be advised in writing, that he or she has been dismissed from the league for the remainder of the current season or year.
- (d) Barred - The offending person is to be advised in writing that he or she has been barred from present and future participation within PSO, permanently, or for a specific number of years.

- (e) Denial - The offending person is to be advised in writing that he or she has been denied the privilege of being selected as a Manager or Assistant Coach of any PSO team for the current season

1.04 Prestonwood Sports Organization (PSO) Baseball is currently seeking league affiliation.

1.05 Eligibility

All persons are eligible to be players in the PSO Baseball Program, provided they have attained the age of 4 years but have not attained the age of 12 prior to May 1 of the current baseball season. All persons who participate in the PSO Baseball Program must have completed a registration form and paid the appropriate fees. Player registration will be conducted during the time period and in the manner specified by the Commissioner.

Players must meet the age requirements listed for each individual league. The players playing age is his or her age as of May 1 of the current baseball season. Players may elect to "play up" in a higher league, however, if the player is more than a year younger than the league age he wants to participate in, permission must be obtained from the PSO League Commissioner. Players may not "play down" in a lower league except for special cases as outlined below:

1. The player has a physical disability that makes it impossible for them to compete in their league age group (i.e. cerebral palsy, multiple sclerosis, etc). In this case, a note from their doctor would be required.
2. The player has not developed adequate baseball skills to compete with their age group. If this is the case, the approval for the player to play in a lower league must be obtained from the following:
  - PSO Baseball Commissioner
  - League Director of applicable league
  - Prestonwood staff liaison

In this case the parents and/or coach must write a letter stating their concerns. This letter should be e-mailed to Chance Oliver ([psobaseball@gmail.com](mailto:psobaseball@gmail.com)) and Mike Maack ([mmaack@prestonwood.org](mailto:mmaack@prestonwood.org)) and will be distributed to the league director of the appropriate league. Failure to receive approval from these individuals will result in the player playing in their appropriate league.

1.06 Player Disciplinary Action

Personal misconduct may result in disciplinary action. Disciplinary action may be taken against a player under the following guidelines:

- (1) Parents of the player being disciplined shall be notified of said action in writing at least 24 hours in advance of the starting game time in which the player is to be disciplined.
- (2) The League Director and the PSO office shall also be notified of the disciplinary action to be taken at least 24 hours in advance of the starting game time.
- (3) If disciplinary action is required during a game, the Manager must explain the reasons to the parents and the League Director immediately following the game.
- (4) Disciplinary action during the game shall result in the player being removed from defensive positions.
- (5) Disciplinary action approved by the League Director can result in the player being withheld from playing in future games.

1.07 The use of alcohol and tobacco products on the field during the game is strictly prohibited

1.08 Under no circumstances will the use of "foul" or abusive language be tolerated in PSO facilities. The umpire will have the authority to request a coach or spectator to leave the

premises if the situation warrants this action. There will be no appeal or protest to these rulings by the offending coach, but a review of the umpire's actions will be made. Ejection of a coach or an assistant coach requires a mandatory review by the PSO disciplinary committee within 10 days.

- 1.09 Any participant or other person ejected from a game for any reason must leave the immediate premises as directed by the umpire or PSO official. Any person so ejected or removed shall have no further communication with participants or umpires. PSO officials may at their sole discretion (i) impose sanctions upon individual players, coaches or others, and/or (ii) declare that a team has forfeited a game based upon unsportsmanlike conduct of its coaches, players or fans.

## **2.00 Objectives of the Game, the Playing Field, Equipment, Teams**

2.01 The objective of each team is to have fun and learn the fundamentals of the game of baseball.

2.03 As score will not be kept, both teams are winners. Standings will not be maintained.

2.04 The Playing Field

The infield shall be a square and the distance between bases is dictated 40 feet. The outfield shall be the area between two foul lines formed by extending two sides of the square. The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory.

2.05 The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horsehide or cowhide, tightly stitched together. All balls utilized in the tee-ball leagues will be Reduced Injury Factor (RIF) balls.

2.06 (1) All players must be fully uniformed, which includes the following: Pants, socks, cap and team shirt with numbers that are non-duplicating and at least six inches in height. All players on a team shall wear uniforms identical in color, trim and style.

(2) No player whose uniform does not conform to that of his teammates shall be permitted to participate in a game.

(3) No player shall attach to his uniform tape or other material of a different color from his uniform.

(4) No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with metal spikes will not be allowed.

(5) It is recommended that all male players must wear a protective cup.

(6) Managers and coaches must wear a baseball cap with team insignia, team jersey and appropriate pants (coaches may wear coaches shorts).

(7) While in the field, as a defensive player, team caps must be worn.

(8) Protests on uniforms will not be allowed. It shall be the League Directors responsibility regarding uniform legality. Violation of the uniform rule will result in the violator being allowed to conform or be removed from the game.

(9) Jewelry shall not be worn except for religious or medical medals. A religious medal must be taped and worn under the uniform. A medical alert must be taped and maybe visible.

2.07 A full-use batting helmet which covers the top and back of the head and the side of the face must be worn by every player when at bat and while on the bases. Although not required, it is strongly advised that each player where a helmet with a protective face covering.

(1) All bat boys/girls will wear full-use batting helmets when their team is at bat.

(2) Any players coaching first or third base will be required to wear approved protective helmet.

- (3) If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not corrected within a reasonable time, in the umpire's judgment, the umpire shall eject the offender from the game, and disciplinary action, as appropriate, will be recommended.
- 2.08 Gloves/mitts made of leather shall be worn by all fielders and not be altered to create an adhesive, sticky, and/or tacky surface. The glove/mitt worn by the catcher may be any size. The glove/mitt worn by the pitcher shall be uniform in color and neither white nor gray.
  - 2.09 Defective equipment must be repaired or replaced immediately.
  - 2.10 All casts, splints and braces must be padded with at least 1/2" of closed-cell, slow-recovery rubber or other material of the same minimum thickness and having similar physical properties. No protective equipment shall have exposed metal or any other hard material. Each state association may authorize the use of prostheses which in its opinion are no more dangerous to players than the corresponding human body part(s) and do not place an opponent at a disadvantage.
  - 2.11 A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgment. The re-entry rule applies to starters. If there is an excessive amount of blood on the uniform, it shall be changed before that individual participates again.
  - 2.12 A player who has been rendered unconscious during a game shall not be permitted to resume participation that day without written authorization from a physician.
  - 2.13 Teams
    - (1) Each Team will consist of up to a recommended number of 12 players properly registered with PSO. To exceed 13 players is the coach's or Baseball Commissioner's discretion.
    - (2) No individual player can participate in two different age groups during a season.
    - (3) Each team must have one (1) designated manager whom PSO recognizes as the head coach of the team.
    - (4) A limit of 4 managers/coaches (including the head coach) will be allowed on the field.
    - (5) All players are bound to their PSO team for the entire PSO season. This does not prohibit a player from playing in another league at the same time.
    - (6) There will be no forfeits for failure to field nine players. A game may be started and/or
    - (7) Each team must bat through the roster of players present at a given game. Each player must play defensively every inning.
    - (8) Players should not be cut from teams. If a player wishes to remain with their existing team and that player is still of the appropriate age for the league in which the team is playing, it is encourage that the coach continue to have the player on their roster. PSO does not advocate the "cutting" of players based on ability. As we are supportive of building competitive teams, we are more concerned with building character, sportsmanship and a love for the game in the kids. Cutting a player may do more damage to the individual players psyche than winning the league benefits the other players.

- 2.14 Complete teams (teams with a roster of 12 or more) wishing to join PSO may do so. Incomplete teams will have players assigned to their team via PSO.
- 2.15 Players wishing to compete in the PSO baseball league need to complete the registration form and pay registration fees prior to the published registration deadline.

### **3.00 Game Preliminaries.**

- 3.01 The Commissioner of PSO Baseball League shall be the sole judge as to whether a game shall be started because of unsuitable weather conditions or the unfit condition of the playing field. Coaches can be notified of rainouts by calling (927) 820-5111 ext. 6112 one hour prior to the game or checking the field conditions page at <http://www.psosports.com> **Rainouts are the only valid reason for re-scheduling games.** Games will be rescheduled by the scheduling coordinator and will be considered official games. Coaches WILL NOT be consulted whether they will be able to field a team for a make up game.
- 3.02 Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.
- 3.03 Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. No one except players, substitutes, managers, coaches, trainers and bat boys shall occupy a bench during a game.
- 3.04 There can only be one on-deck batter allowed out side the dugout. The on-deck batter must stay within the defined on-deck circle. Other than the batter and on-deck batter, no other player may have a bat in his or her hands once play has resumed in an inning. The defensive team may warm up under coaches supervision between innings. Batters will not be authorized to warm up outside the dugouts except for the defined on deck circle. Players schedule to pitch, may warm up with a coach outside the dugout prior to them entering the game. Use of warm up tools by assistant coaches outside of the dugout will not be allowed. Be aware of the possibility of severe accidents by allowing unsupervised warm ups.

### **4.00 Starting and Ending of a Game**

- 4.01 Unless the PSO Commissioner shall have given previous notice that the game has been postponed or will be delayed in starting, the umpire, or umpires, shall enter the playing field five minutes before the hour set for the game to begin and proceed directly to home base where they shall be met by the managers of the opposing teams.
- 4.02 Games can start with less than 8 players.
- 4.03 Teams will be given at least ten minutes prior to the start of a game to warm up. This may result in a game being started a little later than the designated time.
- 4.04 The players of the home team shall take their defensive positions, the first batter of the visiting team shall take his position in the batter's box, the umpire shall call "Play" and the game shall start.
- 4.08 The batting order shall be followed throughout the game. All players present at a game must be included in the batting order regardless if they are playing a defensive position.
- 4.09 All games will be 60 minutes in duration.

- 4.10 A game score will not be kept.
- 4.11 Protesting Games
  - (1) There shall be no protests allowed in T-Ball Leagues.

## **5.00 Putting the Ball in Play. Live Ball**

- 5.01 At the time set for beginning the game the umpire shall call "Play."
- 5.02 After the umpire calls "Play" the ball is alive and in play and remains alive and in play until for legal cause, or at the umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow, interference, or a home run or other fair ball hit out of the playing field). Should a ball come partially apart in a game, it is in play until the play is completed.
- 5.03 A batting tee will be used by all players.
- 5.04 The offensive team's objective is to have its batter become a runner, and its runners advance.
- 5.05 The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.
- 5.06 The offensive team will hit until they have hit through their batting line up. When 3 outs are obtained the offensive team will clear the bases and continue through the line up. No Score will be kept. Once a team has hit through their line-up, the teams will switch between offense and defense.

## **6.00 The Batter**

- 6.01 Each player of the offensive team shall bat in the order that his name appears in his team's batting order. Each player present for a game must be included in the batting order whether or not they are playing a defensive position.
- 6.02 The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.
- 6.03 The batting order is continuous. There will be no penalties incurred for interruption in the batting order for the following: (1) a player leaves the game early, regardless of the circumstance, or (2) a player becomes injured, whether he continues to play defensively or not. Any player arriving after a game has begun shall be inserted in the batting order in the last batting position. If a player shows up late, that player must be added to the last position in the original batting order. If an injury or ejection occurs while a player is either at bat or on base, the last player that was physically out may temporarily replace the injured or ejected player. If the injured player misses his next turn at bat, then he must be removed for the duration of the game. In the event of a head injury where a player suffers loss of consciousness, the player must be removed from the game and may not return to play that day without a doctor's written permission. If bleeding occurs during a game, the player must be removed until the bleeding stops. If the player misses his next turn at bat, then he must be removed for the duration of the game.
- 6.04 (1) The batter shall take his position in the batter's box promptly when it is his time at bat.

- (2) The batter shall not leave his position in the batter's box.
  - (3) If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall order the batter an out and move on to the next batter.
  - (4) No Bunting
- 6.05 The batter's legal position shall be with both feet within the batter's box. The lines defining the box are within the batter's box.
- 6.06 A batter has legally completed his time at bat when he becomes runner.
- 6.07 A batter is out when
- (1) His fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
  - (2) His fair ball touches him before touching a fielder;
  - (3) After hitting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play; If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not. In cases where the batting helmet is accidentally hit with a batted or thrown ball, the ball remains in play the same as if it has not hit the helmet. If a batted ball strikes a batting helmet or any other object foreign to the natural ground while on foul territory, it is a foul ball and the ball is dead. If, in the umpire's judgment, there is intent on the part of a baserunner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched.
  - (4) After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;
  - (5) After he hits a fair ball, he or first base is tagged before he touches first base;
- 6.08 Batting Out of Turn
- (1) When it is determined that a batter has hit out of order, the next hitter shall be the appropriate hitter. The hitter that hit out of order will be skipped and the team will continue hitting through the order that inning.
- 6.09 The batter becomes a runner when:
- (1) He hits a fair ball;
  - (2) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory;
  - (3) A fair ball passes over the outfield fence in fair territory, such hit entitles the batter to a home run when he shall have touched all bases legally.

- (4) A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and the runners shall be entitled to advance two bases;
  - (5) Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases;
  - (6) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;
  - (7) Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 250 feet from home plate, the batter shall be entitled to two bases only.
- 6.10 All batters on the batting order of the offensive team will get a chance to hit in the offensive inning before the offensive team changes with the defensive team. After every set of 3 outs, the bases will be cleared.

## **7.00 The Runner**

- 7.01 A runner acquires the right to an unoccupied base when he touches it before he is out. He is then entitled to it until he is put out, or forced to vacate it for another runner legally entitled to that base. If a runner legally acquires title to a base, and the pitcher assumes his pitching position, the runner may not return to a previously occupied base.
- 7.02 In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead. In such cases, the runner may go directly to his original base.
- 7.03 Two runners may not occupy a base, but if, while the ball is alive, two runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base.
- 7.06 The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball. PENALTY: Interference shall be called and the batter or runner on whom the play is being made shall be declared out.
- 7.07 Leading off and stealing is strictly prohibited

## **8.00 The Pitcher.**

- 8.01 A batting tee will be used. A defensive player may be positioned near the pitching rubber for defensive purposes only.

## 9.00 Defensive Play

9.01 The following rules apply to the T-Ball Leagues:

- (1) All players are in the field
- (2) If defensive player gets the ball into the 8-foot circle, runners must hold their bases and cannot advance to the next base.
- (3) When an outfielder successfully returns the ball to the 8-foot circle, the play is dead. If there is no delineation between the outfield and the infield, the umpire will make a judgment call when the ball is returned to the infield.

9.02 To encourage rotation, no player shall remain at the same defensive position for more than 1 inning

## 10.00 The Umpire

10.01 The role of the umpire will be to enforce the rules of baseball and to keep the game moving in a timely manner. The umpire is there to instruct and teach the game of baseball. The umpire will track outs and direct the players as needed.

## 11.00 Coaches

11.01 Rules concerning managers are as follows:

- (1) All persons are eligible to participate as Managers and Assistant Coaches in the PSO Baseball Program who:
  - (a) Have attained the age of 18 years
  - (b) Have been PSO certified (See rule 11.02)
  - (c) Have not had their coaching privileges revoked.
- (2) The selection of Managers and Assistant Coaches shall be at the discretion of the positions or committees established by PSO Baseball Board. Revocation of coaching privileges shall also be at the sole discretion of the Disciplinary Committee established by the PSO Baseball Board.
- (3) All Managers and Assistant Coaches in PSO Leagues must be PSO certified prior to their first league game.
- (4) Managers and coaches may wear conventional baseball attire or other attire consistent with adult leadership of youth baseball. Managers and coaches may not wear shoes with metal spikes.
- (5) In addition to the guidelines outlined in the rules on tobacco and alcohol, managers, coaches, and assistant coaches of PSO teams may not use tobacco or alcohol in any form, at any time during their team's games or meetings.

11.02 All managers and coaches are required to attend the pre-season coaches clinic. Failure to do so without express permission of the PSO Commissioner may result in dismissal. Time and date to be announced by the League Director

11.03 The following rules for each league outline the coaches' access to the field:

There will be no coaches allowed on the field during offensive play other than the two specified base coaches, who are required to remain in foul territory.

11.04 Use of PSO Fields and Facilities:

**The PSO game day fields are available for team practices on a first come first serve basis. The large grass soccer and football fields may also be used for practice.**

- 11.05 If a coach is required to leave the premises and does not immediately comply, the umpire may suspend the game for a period of no more than 5 minutes and issue a verbal warning to any remaining coaches of the team. If the offending coach has not complied in the 5-minute period, the umpire may stop play and the offending team will forfeit the game.
- 11.06 Any complaint about a coach's behavior should be made in writing to the PSO Commissioner. See 1.03 (7) for disciplinary action information.
- 11.07 All players and coaches will be expected to behave in a sportsman like manner at all times. Any player, coach, or parent/fan whose conduct is unbecoming or abusive will at minimum be warned and may be removed from the playing field or stands at the discretion of the tournament officials or the umpires. Foul or abusive language will not be tolerated under **any circumstances**. Cursing or throwing equipment will be an automatic ejection. This includes a team forfeiting or being removed from the tournament if necessary.
- 11.08 If a coach is ejected from a game they must sit out the remainder of that game and the following game. A player ejected must sit out the remainder of that game. Anyone ejected will be asked to leave the park at the discretion of the umpire and tournament director.
- 11.09 As the rules indicate, the matter of disorderly conduct will be taken seriously. Because of this please remind your team and parents to be extra aware of good sportsmanship.